



**AN ANALYSIS OF GAMBIT IN “ALICE IN WONDERLAND”
MOVIE SCRIPT BY LINDA WOOLVERTON**

**By
AMALIA PRADINA FITRY
NIM 200732058**

**DEPARTMENT OF ENGLISH EDUCATION
FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY OF MURIA KUDUS
2013**



**AN ANALYSIS OF GAMBIT IN “ALICE IN WONDERLAND”
MOVIE SCRIPT BY LINDA WOOLVERTON**

SKRIPSI

Presented to the University of Muria Kudus
In Partial Fulfillment of the Requirements for Completing the Sarjana Program
In English Education



By
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NIM 200732058

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MOTTO AND DEDICATION

MOTTO

- Gotta stay calm!
- We just need go forward, see the future, and don't trap in sorrow of past time.
- Have faith in everything that you believe is right.



DEDICATION

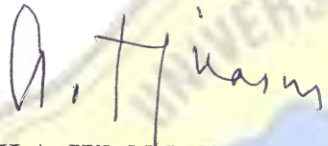
This skripsi is dedicated to:

- Her beloved father and mother.
- Her beloved husband and son
- Her beloved siblings
- Her best friend (mbak Icha and mbak Rini)

ADVISORS' APPROVAL

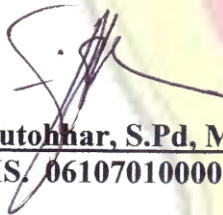
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Advisor I



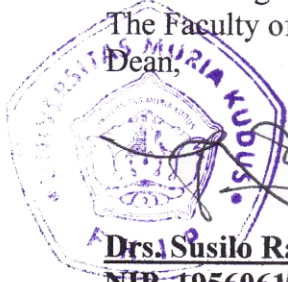
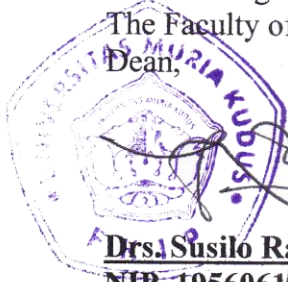
Dr. H.A. Hilal Madjidi, M.Pd
NIS. 0610713020001020

Advisor II



Mutohhar, S.Pd, M.P
NIS. 0610701000001204

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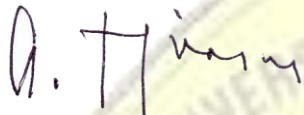


Drs. Susilo Rahardjo, M.Pd
NIP. 19560619 198503 1 002

EXAMINERS' APPROVAL

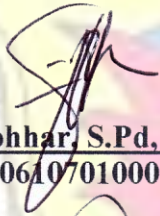
This is to certify that the Skripsi of Amalia Pradina Fitry (NIM: 200732058) has been approved by the Examining Committee as a requirement for completing the Sarjana Program of English Education

Kudus, March 2013
Thesis Examining Committee:



Dr. H.A. Hilal Madjidi, M.Pd
NIS. 0610713020001020

Chair Person/Member



Mutohhar, S.Pd, M.Pd
NIS. 0610701000001204

Member



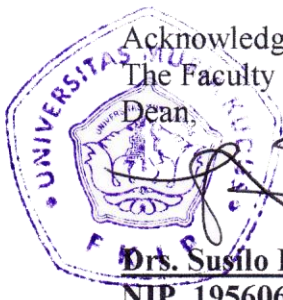
Dra. Sri Endang K, M.Pd
NIS. 0610713020001009

Member



Drs. Muh Syafai, M.Pd
NIP. 19620413-198803-1-002

Member



Acknowledged by
The Faculty of Teacher Training and Education
Dean

Drs. Susilo Rahardjo, M.Pd
NIP. 19560619 198503 1 002

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and Rini
10. All of her friends in University of Muria Kudus, who cannot be mentioned
one by one.

The last, this skripsi is not perfect. The writer realizes that there are many weaknesses. Therefore, suggestions and criticisms are always needed for betterment. The writer hopes this skripsi will be useful for all the readers.

Kudus, 2013

Amalia Pradina Fitry

ABSTRACT

Pradina Fitry, Amalia.2012. *An Analysis of Gambit in "Alice in Wonderland" Movie Script by Linda Woolverton*. Skripsi, English Education Department of Teacher Training and Education Faculty, Muria Kudus University. Advisors: (I) Dr. H.A. Hilal Madjdi, M.Pd (II) Mutohhar, S.Pd, M.Pd

Keywords: Gambit, movie script.

Gambits will make our English sound natural, more confident, and will make you easier to talk, and you are not misunderstood Gambit is like a strategy in doing a conversation. It can be used to open a conversation, to link what we have to say, and to respond what we've heard. Gambit that is used as the data is taken from movie script which contains sentences in form of dialogue or conversation. Alice in Wonderland movie script is chosen because the movie itself is very interesting and entertaining to be watched, besides, it wins some awards, such as Academy Award and Golden Globe Award, and also gets good critical response.

The objectives of this analysis are (i) to find out the type of gambits found in Alice in Wonderland movie script, (ii) to find out the functions of gambits found in Alice in Wonderland movie script.

The method that was used in this research is qualitative. The data are gambits that were found in Alice in Wonderland movie script. In analyzing the data, the writer identified gambits that had been found in Alice in Wonderland movie script based on the types, and then, identified gambits that had been found in Alice in Wonderland movie script based on the functions.

After analyzing the data, the writer obtained that there were 31 gambits in Alice in Wonderland movie script, 15 opening gambits, 7 linking gambits, and 9 responding gambits in this research, the writer also analyzed the functions of gambits in Alice in Wonderland movie script. They were 15 function of gambit to open a topic of conversation, 7 function of gambits to link what we have to say; to agree or disagree, and 9 function to respond what we have to say.

The writer hopes that the reader can use this skripsi as a reference and information to add their knowledge about gambit. And the lecturer can use movie script as media to teach about gambit.

ABSTRAKSI

Pradina Fitry, Amalia.2012. *Analisis Gambit dalam Skrip Film "Alice in Wonderland" oleh Linda Woolverton*. Skripsi, Program Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan Universitas Muria Kudus. Dosen pembimbing: (I) Dr. H.A. Hilal Madjdi, M.Pd (II) Mutohhar, S.Pd, M.Pd

Kata kunci: Gambit, skrip film.

Gambit akan membuat kemampuan berbahasa Inggris kita terdengar alami, lebih percaya diri, dan membuat anda lebih mudah berbicara tanpa terjadi kesalahpahaman. Gambit seperti sebuah strategi dalam melakukan suatu percakapan. Ini bisa digunakan untuk membuka percakapan, menyambung percakapan, dan untuk merespon terhadap apa yang kita dengar. Gambit yang digunakan sebagai data diambil dari skrip film yang berisi kalimat-kalimat dalam bentuk dialog atau percakapan. Skrip film Alice in Wonderland dipilih karena filmnya sendiri sangat menarik dan menghibur untuk ditonton, disamping itu, film ini memenangkan beberapa penghargaan, seperti Academy Award dan Golden Globe Award, dan film ini juga mendapatkan respon kritik yang baik.

Tujuan dari penelitian ini adalah (i) untuk menemukan jenis-jenis gambit yang terdapat dalam skrip film Alice in Wonderland, (ii) untuk menemukan fungsi-fungsi gambit yang terdapat dalam skrip film Alice in Wonderland.

Metode yang digunakan dalam penelitian ini adalah kualitatif. Data berupa gambit yang ditemukan dalam skrip film Alice in Wonderland. Dalam menganalisis data, penulis mengidentifikasi gambit yang ditemukan berdasarkan jenisnya, kemudian, mengidentifikasi gambit yang ditemukan berdasarkan fungsinya.

Setelah menganalisis data, penulis memperoleh 31 gambit dalam skrip film Alice in Wonderland, 15 gambit pembuka, 7 gambit penghubung, dan 9 gambit perespon dalam penelitian ini, penulis juga menganalisis fungsi-fungsi dari gambit dalam skrip film Alice in Wonderland. Yaitu 15 gambit berfungsi untuk membuka topik percakapan, 7 gambit berfungsi untuk menghubungkan percakapan kita; untuk mengungkapkan setuju atau tidak setuju, dan 9 berfungsi untuk merespon terhadap apa yang kita dengar.

Penulis berharap pembaca dapat menggunakan skripsi ini sebagai referensi dan informasi untuk menambah pengetahuan mereka tentang gambit. Dan untuk para dosen bisa menggunakan skrip film untuk mengajar tentang gambit.

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